SPACECRAFT

The heaving masses of humanity ply the darkness between the stars in myriad different vessels to a multitude of ends. Some hurl themselves into the void for exploration and discovery, others seek refuge and respite, and all-too many find themselves heeding the call of strife and war. The ships that serve as steeds on such journeys are everything to these voyagers — armor, weapon, senses, and home amid the merciless embrace of the void. No wonder many who travel by starship grow deeply attached to their vessels, giving them names, according them personalities, and performing all manner of superstition in their honor just as seafaring sailors did in past generations. No wonder, too, the vast industrial edifice of the species has turned so efficaciously to creating an ever-growing panoply of spaceships to meet any imaginable need or desire. From crisis response to commercial haulage, from front-line Aberrant busters to gilded visions of luxurious indulgence; this is the era of the stars, and humanity reaches for it with wide-open hands.

This supplement contains a comprehensive list of common — and some not-so-common — spacecraft in the age of Æon, collecting several vessels originally included in the ***Æon Æxpansion*** and **Distant Worlds** alongside several entirely new ship entries for Storyguides to use in their chronicles. Finally, the Space Vehicles master list at the end of this supplement collates the ships herein with those given in the **Trinity Continuum: Æon** rulebook, bringing everything together into one easy-to-reference document.

NEW WEAPONS

The challenges of combat in the vast expanse of space have spurred the development of new weapons — perhaps most notably the spreading use of fusion missiles as military armaments.

FUSION MISSILE LAUNCHER

This devastating weapon launches missiles with powerful warheads, producing vast explosions but almost no radioactive fallout. Ship-mounted launchers can cause colossal destruction when fired at ground-based targets from orbit, and the sheer size of the energy discharge from a detonation is impressive even in the void of space. Possession of fusion missiles by anyone but a major power or state actor is a massive cause for alarm among the nations and organizations of Earth.

Fusion missile launchers must be mounted on vehicles of at least Scale 2 in size.

TYPE	EN	RANGE	DMG TYPE	TAGS	TECH	SIZE	FT	COST
Fusion Missile Launcher	5	Long	Incendiary	Brutal, Charge, Deadly, Heavy Weapon, Incendiary 2, Massive Explosion* (ranged) 3, Ranged, Restricted, Tactical Sight	Hard	0	–	•••••

**The Massive Explosion tag includes the Explosion (ranged) tag, but the radius of the explosion is one range band larger.*

NEW SPACECRAFT

The ships listed here cover a wide variety of roles and purposes, from civilian to military. Each entry covers a general category or design of vessel; few are produced by only one supplier or shipyard; and even those often come in several different variants of hull, equipment, or appearance. Differences between manufacturers may sometimes warrant adjusted tags, but usually such variations are beneath the level of abstraction these rules provide.

ABERRANT BUSTER

Aberrant-buster vessels sit in the uneasy space between fighter and frigate, designed to bring overwhelming amounts of firepower against small, but

extremely dangerous, targets like Aberrants and other anomalous space-going targets. They do this at the cost of almost everything else — an Aberrant buster is little more than the minimum necessary structure wrapped around as large a gun as possible. The class's pioneer is the FSA-based Nova Starcraft's *A-5L Phoenix*, which rolls a hyper-fusion reactor, plasma cannon, and engine into one cohesive system with only scant, cramped quarters for the handful of crew on such a vessel.

Size 3; **Handling** +1; **Speed** [4]; **Tags** Armor 1, Astrogation Systems 1, Computer 0, Maneuverable 1, Thrusters 1, Massive 1, Military 1; **Weapons** Coilgun, Fusion Missile Launcher or Plasma Thrower; **Tech** Hard; **FT** —; **Cost** •••••

Asteroid Breaker

Asteroid breakers are the smallest mining designs, built for short-ranged operations out of a larger base or hauler. Cheap and easy to mass produce, breakers make up the bulk of many mining fleets, and the market is saturated with different, modular offerings. However, the tools that breakers use to crack open or carve apart mineral-bearing asteroids can be turned to more destructive purposes.

Size 2; **Handling** +0; **Speed** [2]; **Tags** Armor 1, Cargo 1, Computer 0, Limited Astrogation Systems 0, Tools 1, Weaponry 2; **Weapons** Laser Carbine, Missile Launcher; **Tech** Hard; **FT** —; **Cost** ••••

Asteroid Harvester

Asteroid harvesters are larger, faster mining vessels capable of operating independently. Unlike mass mining outfits that use breakers and haulers to bring in huge amounts of common materials, harvester crews focus on extracting higher-quality resources from the asteroid belts to bring higher returns on investment of time and effort. As a result, harvesters are popular among small, independent teams dreaming of striking it rich, operating in the shadows of bigger conglomerates and consortia. Manufacturers lean into this aspirational idea with their marketing, producing rugged hulls like the Merwyn *Adventurer 2* alongside advertising campaigns featuring wild frontier and VIP club imagery that most miners won't ever experience.

Size 3; **Handling** +0; **Speed** 4; **Tags** Armor 1, Astrogation Systems 1, Cargo 2, Complex 0, Computer 0, Crew −1, Tools 1, Thrusters 1, Weaponry 1; **Weapons** Laser Carbine, Web Emitter; **Tech** Hard; **FT** —; **Cost** •••••

Asteroid Hauler

The largest common mining ships are the haulers: specialized freighters built to serve as a base of operations for long-term mining operations. Most haulers have the hangars necessary to carry several breakers aboard (typically four), and some more advanced models include limited refining facilities to begin processing their haul even before they return to dock. The most famous hauler design is ICE's *Naiad* water miner, which stands a cut above the competition and includes a number of proprietary systems and design features (and a complement of onboard weaponry). Other companies rely on workhorses like Singh Void Industries' line of *Chariot* hulls.

Size 5; **Handling** −2; **Speed** [3]; **Tags** Astrogation Systems 1, Armor 1, Cargo 4, Computer 0, Crew −1, Massive 3, Sluggish −2; Weapons —; **Tech** Hard; **FT** —; **Cost** •••••

Asteroid Trawler

Trawlers present a different style of ship compared to the popular image of a mining vessel. Instead of cutting tools, explosive bolts, and whirring manipulators, trawlers deploy enormous, net-like magnetic arrays that sift through kilometers of space for ionized gases, particularly in dense gas belts or through the upper atmospheres of volcanically active moonlets. Larger outfits deploy fleets of net drones for gas collection instead, and the profit margins are too slim to entice many independent teams, so crewed trawling vessels are only used in dangerous regions where human pilots are necessary to respond should a potential threat turn up mid-operation.

Size 3; **Handling** +0; **Speed** [4]; **Tags** Armor 1, Astrogation Systems 1, Cargo 2, Complex 0, Computer 0, Crew −1, Thrusters 1, Tools 1; **Weapons** —; **Tech** Hard; **FT** —; **Cost** ••••

Battlecruiser

The largest military vessels fielded by humanity, battlecruisers are enormous, heavily armored, and bristling with guns. Each battlecruiser is a well-rounded military force unto itself, with hundreds of crewmembers aboard, and hangar space for dozens of hybrid fighters or larger military craft. These vessels carry complements of close-quarter combat specialists, too — boarding actions might seem anachronistic, but these ships face Aberrants and other foes who can teleport, warp, or fly at the velocities involved in space combat. Battlecruisers

are so expensive to build and maintain that few are in use outside of the UN Navy; L-B, the largest producer of military spacecraft, has sold fewer than a dozen of the *Novastorm* design to its nation-state clients.

Size 6; **Handling** −4; **Speed** [5]; **Tags** Armor 3, Astrogation Systems 1, Cargo 4, Computer 0, Crew −3, Massive 4, Military 1, Sluggish −4, Thrusters 2; **Weapons** Laser Carbine, Coilgun, Fusion Missile Launcher; **Tech** Hard; **FT** —; **Cost** L

BIOSHUTTLE

Bioshuttles are biotech transport ships that contain no hardtech — not even a hyperfusion reactor. Originally pioneered by the Perezistas of Far Nyumba, a bioshuttle uses biological but sophisticated engineering to make a natural reactor. Bioshuttles are large compared to the payload of passengers or cargo they can carry due to the sheer amount of water they require as a primary mass reaction payload. For most of humanity, these strange vessels are a mere curiosity; only those with an aversion to hardtech or who embrace radical visions of a biotech future make use of bioshuttle designs.

Size 4; **Handling** 0; **Speed** 6/[3]; **Tags** Cargo 1, Computer 0, Hybrid 2, Massive 2, Psi −1, Repair Bots 1; **Weapons** —; **Tech** Biotech; **FT** •••; **Cost** ••••

BUNDI-CLASS JUMP SHIP

Designed exclusively by and for the Upeo wa Macho, *Bundi*-class hulls are agile, jump-capable ships built to endure long-term deployments. Smaller than Leviathans and, crucially, using teleportational helms rather than Tesser drives, these ships are made for a complement of 200 crew and passengers combined, but can stretch to 600 under emergency conditions. External docks for up to two biotech frigates and two hybrid transports allow for their transport with the *Bundi* when it jumps. It is unlikely the Upeo wa Macho will sell these ships, and few others possess the teleporters needed to make such vessels.

Size 5; **Handling** +0 (reduce by 1 if not formatted); **Speed** [5]; **Tags** Armor 1, Astrogation Systems 1, Cargo 3, Complex 0, Computer 0, Crew −3, Massive 3, Psi −1, Repair Bots 1, Thrusters 2, Weaponry 1; **Weapons** Laser Carbine; **Tech** Biotech; **FT** •••; **Cost** L

CARRIER

Carriers like the L-B *Aerie* are modified frigate-class vessels, their hulls playing host to up to 100 hybrid fighters alongside the hundreds of

crewmembers necessary to maintain and pilot them. Carrier hangars are also capable of housing larger vessels like hybrid bombers and armored lifters. Most carriers are part of the UN Navy, built in response to the Chromatic threat.

Size 5; **Handling** −2; **Speed** [5]; **Tags** Armor 2, Astrogation Systems 1, Cargo 4, Computer 0, Crew −3, Massive 3, Military 1, Sluggish −2, Thrusters 2; **Weapons** Laser Carbine, Coilgun; **Tech** Hard **FT** —; **Cost** L

CHUI-CLASS ESCORT FRIGATE

Named for the first ship of its line, the *Chui*-class escort frigate is an Upeo wa Macho military vessel, covertly developed and yet to be tested in action. Smaller than a *Bundi* and intended to work side by side with larger jump ships as a protective escort, this new hull can operate in both space and atmosphere, with significant armaments and a crew complement of 11 to 25. It is comparable to an Orgotek *Scarab*-class frigate, and its existence bespeaks the mistrust that still exists between the Upeo wa Macho and the other orders.

Psions must format a Chui-class vessel's piloting and gunnery systems separately, each providing 1 Enhancement only to rolls involving those systems. If the psion is a teleporter, this improves to 2 Enhancement due to advanced bioapps that capitalize on a teleporter's understanding of spatial relationships.

Size 4; **Handling** +1 (reduce by 1 if not formatted); **Speed** 6/[5]; **Tags** Armor 2, Cargo 2, Computer 0, Crew −3, Hybrid 2, Maneuverable 1, Massive 2, Military 1, Psi −1, Thrusters 2; **Weapons** Laser Carbine, Missile Launcher ; **Tech** Biotech; **FT** •••; **Cost** L

CRISIS-RESPONSE VESSEL (CRV)

A crisis-response vessel is a non-military vessel aimed at delivering a specialist team to its destination fast. With cargo holds for hauling emergency supplies to a crisis zone — or extracting injured or endangered personnel — at breakneck speeds, CRVs also come with state-of-the-art onboard medical or monitoring facilities.

Size 3; **Handling** +1; **Speed** 6; **Tags** Astrogation Systems 1, Cargo 3, Computer 0, Crew −1, Maneuverability 1, Massive 1, Thrusters 3; **Weapons** —; **Tech** Hard; **FT** —; **Cost** L

DESTROYER

Destroyers are frigate-sized combat vessels with an emphasis on heavy firepower. These ships serve as escort vessels for more vulnerable or high-value craft, using their panoplies of plasma cannons, missile launchers, flechette cannons, and laser batteries to render the approach to the target lethal. Although not as common among military forces as the more versatile frigate designs, more destroyers are in production in the face of Aberrant and alien threats.

Whenever a destroyer makes a mixed action in combat that involves two or more attacks, it also generates expendable cover for up to one other ship within Close range, as its blanketing firepower intercepts attacks or closes off angles of approach. This expendable cover lasts until the destroyer takes its next action.

Size 5; **Handling** −1; **Speed** [5]; **Tags** Armor 2, Astrogation Systems 1, Cargo 1, Computer 0, Crew −3, Massive 3, Military 1, Sluggish −1, Thrusters 2; Weaponry 2; **Weapons** Flechette Carbine, Laser Carbine, Plasma Thrower, Fusion Missile Launcher; **Tech** Hard; **FT** —; **Cost** L

HYBRID BOMBER

Equipped with a payload of devastating fusion bombs, hybrid bombers are designed to hit hard targets from orbital or atmospheric attack runs. Bombers can be repurposed to serve as troop carriers or supply wagons in a pinch, but these ad hoc roles do not play to their strengths, and only military forces strapped for resources push hybrid bombers into use as multi-role workhorses.

Size 3; **Handling** +1; **Speed** 6/[4]; **Tags** Armor 2, Cargo 1, Computer 0, Crew −1, Hybrid 2, Maneuverable 1, Massive 1, Military 1, Thrusters 1; **Weapons** Coilgun, Fusion Missile Launcher, Laser Carbine; **Tech** Hard; **FT** —; **Cost** L

MODULAR FRIGATE

Combining robust systems with advanced materials designs, modular frigates represent a major shift in humanity's spacecraft-design paradigm. Most space-faring powers need various things from their vessels, so Offworld Enterprises made one ship that could fill them all. The *Pathfinder* is the original Offworld design in this category, a ship with the onboard functionality to adjust, disassemble, and reassemble its components to change its structure and role. The process isn't quick enough to let a *Pathfinder* change from transport to combat frigate

mid-mission, but its sheer versatility has made these Offworld's most popular offering, and their Venusian shipyard has sold hulls to numerous Earth governments and psi orders. Competitors are scrambling to roll out their own modular vessels, but they are running into issues regarding quality and robustness; no one wants a frigate that falls apart, however conveniently shaped the puzzle pieces may be.

A modular frigate has three floating points of tags that can be used to acquire new tags, increase existing ones, or buy off the Crew tag, as appropriate. These tags can be reassigned with a week (or a story) of reassembly, or just a few days (or a session) if the modular frigate is berthed in a dockyard. However, the Difficulty of any rolls to repair or assess damage inflicted to a modular frigate is increased by 2. Commonly, modular frigates in combat roles assign Armor and Military tags, while transport roles assign Thrusters and Cargo.

Size 4; **Handling** +0; **Speed** [4]; **Tags** Astrogation Systems 1, Crew −1, Cargo 1, Computer 0, Massive 2, Thrusters 1; **Weapons** —; **Tech** Hard; **FT** —; **Cost** L

OMNIPHIBIAN TRANSPORT

An ambitious development of the flying submarine design from Oceanian shipyards, the omniphibian is a versatile hybrid craft — capable of swift space transport, atmospheric flight, and submersible traversal. The idea has gained traction, especially for exploring planets with substantial liquid surface coverage as humanity's efforts to extend into space have regained momentum. The flagbearer of omniphibian design, the Sirena Industries' *Selkie* chassis, shows the flaws still underpinning this bold idea: temperamental engines, a fragile hull, and costly components.

An omniphibian transport has Speed 5 for atmospheric flight, but this falls to Speed 3 when in or on the water.

Size 3; **Handling** +0; **Speed** 5/[4]; **Tags** Astrogation Systems 1, Cargo 2, Computer 0, Crew −1, Massive 1, Triphibian 2, Thrusters 1; **Weapons** —; **Tech** Hard; **FT** —; **Cost** •••••

QIN PLANETARY TRANSPORT

The planetary transport vessels used by the Qin are elegant, disc-shaped ships wrought of living biotechnology. The spacecraft carry passengers and cargo around systems or serve as landing craft for larger Qin starships. Despite their size and bulk, they are fast and maneuverable.

Size 4; **Handling** +0; **Speed** 6/[5]; **Tags** Armor 1, Cargo 3, Computer 0, Hybrid 2, Living 0, Massive 2, Psi −1, Thrusters 2; **Weapons** —; **Tech** Biotech; **FT** —; **Cost** L

QIN STARSHIP

The mainstay of the Qin space presence, these living starships all follow a similar pattern in design and appearance. The biotech hulls are two kilometers long and use Qin gravito-magnetic drives for interstellar travel, where they accelerate to near-light speeds without any need for reaction mass. A Qin starship can carry thousands of hibernating passengers, vast amounts of cargo, and up to three planetary transports.

Size 6; **Handling** −2; **Speed** [6]; **Tags** Armor 2, Astrogation Systems 1, Cargo 5, Complex, Computer 0, Crew −3, Living 0, Massive 3, Psi −1, Sluggish −2, Thrusters 3, Weaponry 1; **Weapons** Laser Carbine; **Tech** Biotech; **FT** —; **Cost** L

RECONNAISSANCE VESSEL

Reconnaissance vessels are smaller hybrid spacecraft in the paramilitary category, deployed for observation, recon, and contact roles as part of inter-system expeditions. Recon vessels emphasize stealth and self-sufficiency, outfitted for long periods of independent operation in space, but must rely on discretion when it comes to confrontations. The only offering of this kind is the Banji *Peregrine*, designed for the Æon Trinity as part of the organization's efforts to investigate and recontact lost human colonies.

Size 3; **Handling** +1; **Speed** 6/[4]; **Tags** Crew −1, Computer 0, Hybrid 2, Maneuverability 1, Massive 1, Stealth 2, Thrusters 1, Weaponry 1; **Weapons** Laser Carbine; **Tech** Hard; **FT** —; **Cost** L

SALVAGER

Salvager ships are civilian space transports equipped with an array of powerful disassembly tools for salvage and scrap operations. Designs like the Merwyn *SD-Gamma* are widespread among miners, scrappers, and station-repair divisions. Unfortunately, they're notorious for being the civilian ship categories commonly used for violence. Salvagers are poorly suited for paramilitary purposes, although some pirate and guerrilla operations

try to use them for such; these ships are, however, effective tools for murder or sabotage on a personal level. For a criminal cartel wanting to trash a rival's docked freighter, or an ambitious exec wanting an "accident" to befall a competitor's transport pod, a ship-scaled vibro-cutter designed for cutting hulls into little pieces is a fantastic tool.

Size 3; **Handling** -1; **Speed** [4]; **Tags** Armor 1, Astrogation Systems 1, Cargo 2, Computer 0, Crew −1, Massive 1, Sluggish −1, Tools 1, Thrusters 1, Weaponry 1; **Weapons** Vibroblade; **Tech** Hard; **FT** —; **Cost** •••••

SCIENCE VESSEL

Science vessels are the eyes and hands of the species, bearing sophisticated sensory suites, satellite probe dispensers, microfactories, laboratories, and external tool systems. The L-B *Vulcan* line of ships is the market leader in the solar system, with vessels built to survive the worst that space can throw at them using a modular approach to design that makes even older *Vulcan* models an enduring part of most independent mining outfits. Many science vessels are built to operate with only a skeleton crew for long-term monitoring or exploration, but they can house dozens of staff for more sophisticated or active projects. Reputedly, some science vessels are built with full stealth systems and materials — wildly expensive but extremely secure facilities for sensitive or unethical scientific endeavors, hidden away in the blackest fringes of space.

A science vessel grants +1 Scale for one of the following Skills whenever a character uses the ship's onboard facilities in the process: Enigmas, Medicine, Science, or Technology. Changing which Skill a science vessel grants this bonus to requires an extensive refit in dock.

Size 4; **Handling** −1; **Speed** [4]; **Tags** Astrogation Systems 1, Cargo 3, Computer 0, Crew −1, Massive 2, Sluggish −2, Tools 1, Thrusters 1, Weapons 1; **Weapons** Laser Carbine; **Tech** Hard; **FT** —; **Cost** •••••

SCOUT

Smaller and lighter than frigates, scouts are vanguard military vessels used for recon. Unlike smaller civilian or paramilitary ships, scouts need to be able to survive an engagement with hostile vessels or entities, but their chief strength is in avoiding combat entirely, so scouts use advanced stealth technologies to baffle their emissions and conceal their presence. However, the necessary techniques and materials are expensive, and most military recon work can be done by longer-ranged sensors or drones, so scout vessels remain rare.

Size 4; **Handling** +0; **Speed** [5]; **Tags** Armor 1, Astrogation Systems 1, Complex 1, Computer 1, Crew −2, Massive 1, Military 1, Stealthy 2, Thrusters 2; **Weapons** Coilgun, Laser Carbine; **Tech** Hard; **FT** —; **Cost** L

SURVEYOR

Surveyors are small, light civilian vessels like the near-ubiquitous Banji *Owl*, designed for exploration and scouting duties where combat scenarios are unlikely. A surveyor vessel maintains a discreet profile with limited energy emissions in case stealth becomes a necessity, and some paramilitary forces refit surveyors as recon ships. More legitimate surveyor crews work as part of a larger exploration or extraction operation, moving ahead of a fleet of mining or science vessels to identify asteroids or sites of interest.

Crew onboard a surveyor benefit from an additional 1 Enhancement to rolls for the navigator action station, and the vessel reduces the Difficulty of any fields the vessel moves through by 1.

Size 3; **Handling** +1; **Speed** [4]; **Tags** Astrogation Systems 1, Cargo 1, Computer 0, Maneuverable 1, Massive 1, Thrusters 1; **Weapons** —; **Tech** Hard; **FT** —; **Cost** ••••

WINDJAMMER

Windjammers are a symbol of the rising power and wealth of the UAN, with the first windjammer designs commissioned from Nkumbe Industries to provide a fleet of these space-going playgrounds for the affluent. The underlying designs have since spread to other UAN-based manufacturers and beyond. Windjammers combine hyperfusion engines with solar sail technology, the latter built with a focus on aesthetics. Onboard luxury facilities provide guests with entertainment, while hydroponic gardens and fish-tanks ensure clientele get the freshest food possible. Windjammers are delicate vessels not designed to see combat, but security is high around these ships, and they possess the firepower and security teams necessary to see off hijackers.

If a character who owns a Windjammer wants to leverage their Path connections while entertaining those connections aboard the vessel, showing the vessel off, or otherwise able to display their star-going possession, they benefit from +2 Enhancement to the

roll for any connections who would be impressed or swayed by such a display of wealth.

Size 5; **Handling** +0; **Speed** [4]; **Tags** Anti-Theft 1, Astrogation Systems 1, Cargo 3, Computer 0, Crew −2, Massive 3, Thrusters 1, Weaponry 1; **Weapons** Laser Carbine; **Tech** Hard; **FT** —; **Cost** L

VARG DROPSHIP

These bulky dropships carry all the systems needed to deploy VARGs into planetside combat situations from orbit, then retrieve their charges from the surface once the mission is complete. After their first use on Khantze Lu Ge, dropship designs are proliferating as conflicts with Aberrants, Chromatics, and other human factions play out across the stars.

Packed to its limits, one of these behemoths can carry 60 Size 2 VARGS or 600 Size 1 VARGs, or a mix thereof.

Size 4; **Handling** +0; **Speed** 6/[4]; **Tags** Armor 2, Cargo 3, Computer 0, Crew −3, Hybrid 2, Massive 2, Military 1, Thrusters 1; **Weapons** Laser Carbine, Coilgun; **Tech** Hard; **FT** —; **Cost** L

SPACECRAFT MASTER LIST

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	FT	COST
Asteroid Breaker	2	+0	[2]	Armor 1, Cargo 1, Computer 0, Limited Astrogation Systems 0, Tools 1, Weaponry 2	Laser Carbine, Missile Launcher	Hard	-	••••
Chromatic Fighter	2	+1*	6/[3]**	Armor 1, Computer 0, Crew −1, Hybrid 2, Psi −1, Self-Repair Bots 1, Weaponry 2	Laser Carbine	Biotech	•••	L***
Coalition Interceptor	2	+2	6/[5]	Armor 1, Computer 0, Hybrid 2, Maneuverable 2, Thrusters 2, Weaponry 2	Gamma Rifle	Hard	—	L***
Hybrid Fighter	2	+1	6/[4]	Armor 1, Computer 0, Hybrid 2, Maneuverable 1, Military 1, Thrusters 1	Laser Carbine, Missile Launcher	Hard	-	•••••
Hybrid Fighter (Biotech)	2	+2*	6/[4]	Armor 1, Computer 0, Hybrid 2, Maneuverable 2, Military 1, Psi −1, Thrusters 1	Laser Carbine, Coilgun, Missile Launcher	Biotech	•••	•••••
Travel Pod	2	+1	[2]	Armor 1, Cargo 1, Computer 0, Limited Astrogation Systems 0, Maneuverable 1, Tools 1	—	Hard	—	••••
Aberrant Buster	3	+1	[4]	Armor 1, Astrogation Systems 1, Computer 0, Maneuverable 1, Massive 1, Military 1, Thrusters 1	Coilgun, Fusion Missile Launcher or Plasma Thrower	Hard	—	•••••
Asteroid Harvester	3	+0	4	Armor 1, Astrogation Systems 1, Cargo 2, Complex 0, Computer 0, Crew −1, Tools 1, Thrusters 1, Weaponry 1	Laser Carbine, Web Emitter	Hard	—	•••••
Asteroid Trawler	3	+0	[4]	Armor 1, Astrogation Systems 1, Cargo 2, Complex 0, Computer 0, Crew −1, Thrusters 1, Tools 1	—	Hard	—	••••
Chromatic Transport	3	+0*	6/[3]**	Armor 1, Cargo 2, Computer 0, Crew −2, Hybrid 2, Massive 1, Psi −1, Self-Repair Bots 1, Weaponry 2	Laser Carbine	Biotech	•••	L***
Coalition Transport	3	+1	6/[6]	Armor 1, Cargo 2, Computer 0, Crew −2, Hybrid 2, Maneuverable 1, Massive 1, Thrusters 3, Weaponry 1	Gamma Rifle	Hard	—	L***
Crisis Response Vessel	3	+1	[6]	Astrogation Systems 1, Cargo 3, Computer 0, Crew −1, Maneuverability 1, Massive 1, Thrusters 3	—	Hard	—	L
Hybrid Bomber	3	+1	6/[4]	Armor 2, Cargo 1, Computer 0, Crew −1, Hybrid 2, Maneuverable 1, Massive 1, Military 1, Thrusters 1	Coilgun, Fusion Missile Launcher, Laser Carbine	Hard	—	L

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	FT	COST
Hybrid Transport	3	+0	6/[3]	Cargo 2, Computer 0, Hybrid 2, Massive 1	—	Hard	—	••••
Omniphibian Transport	3	+0	5/[4]	Astrogation Systems 1, Cargo 2, Computer 0, Crew −1, Massive 1, Triphibian 2, Thrusters 1	—	Hard	—	•••••
Passenger Shuttle	3	+0	6/[4]	Cargo 2, Computer 0, Hybrid 2, Massive 1, Thrusters 1	—	Hard	—	•••••
MEL	3	+0	6/[4]	Armor 2, Cargo 2, Computer 0, Crew −1, Hybrid 2, Massive 1, Military 1, Thrusters 1	Coilgun	Hard	—	L
Reconnaissance Vessel	3	+1	6/[4]	Crew −1, Computer 0, Hybrid 2, Maneuverability 1, Massive 1, Stealth 2, Thrusters 1, Weaponry 1	Laser Carbine	Hard	—	L
Salvager	3	−1	[4]	Armor 1, Astrogation Systems 1, Cargo 2, Computer 0, Crew −1, Massive 1, Sluggish −1, Tools 1, Thrusters 1, Weaponry 1	Vibroblade	Hard	—	•••••
Space Transport	3	−1	[4]	Armor 1, Astrogation Systems 1, Cargo 2, Computer 0, Massive 1, Sluggish −1, Thrusters 1	—	Hard	—	••••
Surveyor	3	+1	[4]	Astrogation Systems 1, Cargo 1, Computer 0, Maneuverable 1, Massive 1, Thrusters 1	—	Hard	—	••••

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	FT	COST
Bioshuttle	4	+0*	6/[3]	Cargo 1, Computer 0, Hybrid 2, Massive 2, Psi −1, Repair Bots 1	—	Biotech	•••	••••
Chui Escort Frigate	4	+1*	6/[5]	Armor 2, Cargo 2, Computer 0, Crew −3, Hybrid 2, Maneuverable 1, Massive 2, Military 1, Psi −1, Thrusters 2	Laser Carbine, Missile Launcher	Biotech	•••	L
Modular Frigate	4	+0	[4]	Astrogation Systems 1, Crew −1, Cargo 1, Computer 0, Massive 2, Thrusters 1	—	Hard	—	L
Orgotek Scarab Strike Frigate	4	+0*	6/[5]	Armor 2, Cargo 2, Computer 0, Crew −2, Hybrid 2, Massive 2, Military 1, Psi −1, Thrusters 2	Laser Carbine, Coilgun	Biotech	•••	L
Qin Planetary Transport	4	+0	6/[5]	Armor 1, Cargo 3, Computer 0, Hybrid 2, Living 0, Massive 2,Psi −1, Thrusters 2	—	Biotech	—	L
Science Vessel	4	−1	[4]	Astrogation Systems 1, Cargo 3, Computer 0, Crew −1, Massive 2, Sluggish −2, Tools 1, Thrusters 1, Weapons 1	Laser Carbine	Hard	—	•••••
Scout	4	+0	[5]	Armor 1, Astrogation Systems 1, Complex 1, Computer 1, Crew −2, Massive 1, Military 1, Stealthy 2, Thrusters 2	Coilgun, Laser Carbine	Hard	—	L
VARG Dropship	4	+0	6/[4]	Armor 2, Cargo 3, Computer 0, Crew −3, Hybrid 2, Massive 2, Military 1, Thrusters 1	Laser Carbine, Coilgun	Hard	—	L
Asteroid Hauler	5	−2	[3]	Astrogation Systems 1, Armor 1, Cargo 4, Computer 0, Crew −1, Massive 3, Sluggish −2		Hard	—	•••••
Bundi Jump Ship	5	+0*	[5]	Armor 1, Astrogation Systems 1, Cargo 3, Complex 0, Computer 0, Crew -3, Massive 3, Psi −1, Repair Bots 1, Thrusters 2, Weaponry 1	Laser Carbine	Biotech	•••	L
Carrier	5	−2	[5]	Armor 2, Astrogation Systems 1, Cargo 4, Computer 0, Crew −3, Massive 3, Military 1, Sluggish −2, Thrusters 2	Laser Carbine, Coilgun	Hard	—	L
Chromatic Mother Ship	5	−1*	[3]**	Armor 2, Astrogation Systems 1, Cargo 4, Computer 0, Crew −3, Massive 3, Psi −1, Self-Repair Bots 1, Sluggish −1, Weaponry 1	Laser Carbine	Biotech	•••	L***
Commercial Frigate	5	−2	[5]	Armor 1, Astrogation Systems 1, Cargo 4, Computer 0, Crew −2, Massive 3, Sluggish −2, Thrusters 2, Weaponry 1	Laser Carbine	Hard	—	L
Frigate	5	−1	[5]	Armor 2, Astrogation Systems 1, Cargo 3, Computer 0, Crew −3, Massive 3, Military 1, Sluggish −1, Thrusters 2	Laser Carbine, Coilgun	Hard	—	L
Windjammer	5	+0	[4]	Anti-Theft 1, Astrogation Systems 1, Cargo 3, Computer 0, Crew −2, Massive 3, Thrusters 1, Weaponry 1	Laser Carbine	Hard	—	L

TYPE	SIZE	HANDLING	SPEED	TAGS	WEAPONS	TECH	FT	COST
Battlecruiser	6	−4	[5]	Armor 3, Astrogation Systems 1, Cargo 4, Computer 0, Crew −3, Massive 4, Military 1, Sluggish −4, Thrusters 2	Laser Carbine, Coilgun, Fusion Missile Launcher	Hard	—	L
Destroyer	5	−1	[5]	Armor 2, Astrogation Systems 1, Cargo 1, Computer 0, Crew −3, Massive 3, Military 1, Sluggish −1, Thrusters 2; Weaponry 2	Flechette Carbine, Laser Carbine, Plasma Thrower, Fusion Missile Launcher	Hard	—	L
Freighter	6	−2	[4]	Armor 1, Astrogation Systems 1, Cargo 5, Complex 0, Computer 0, Crew −2, Massive 3, Sluggish −2, Thrusters 1, Weaponry 1	Laser Carbine, Missile Launcher	Hard	—	L
Leviathan Jump Ship	6	−1*	[4]	Armor 1, Astrogation Systems 1, Cargo 4, Complex 0, Computer 0, Crew −3, Massive 3, Psi −1, Repair Bots 1, Sluggish −1, Tesser 1, Thrusters 1, Weaponry 1	Laser Carbine	Biotech	•••	L
Qin Starship	6	−2	[6]	Armor 2, Astrogation Systems 1, Cargo 5, Complex, Computer 0, Crew −3, Living 0, Massive 3, Psi −1, Sluggish −2, Thrusters 3, Weaponry 1	Laser Carbine	Biotech	—	L

*Reduce Maneuverability by 1 if not formatted

**Chromatic spacecraft are entirely biotech and can reduce their Space Speed by 1 to redirect energy toward healing, repairing one Injury Condition of damage every three rounds.

***This ship is entirely unavailable outside of extremely unusual circumstances, as it is the creation of a hostile alien species. It is included here for completeness and ease of reference.

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